FINAL FANTASY® X

TEEN
T
CONTENT RATED BY ESRB

SQUARESOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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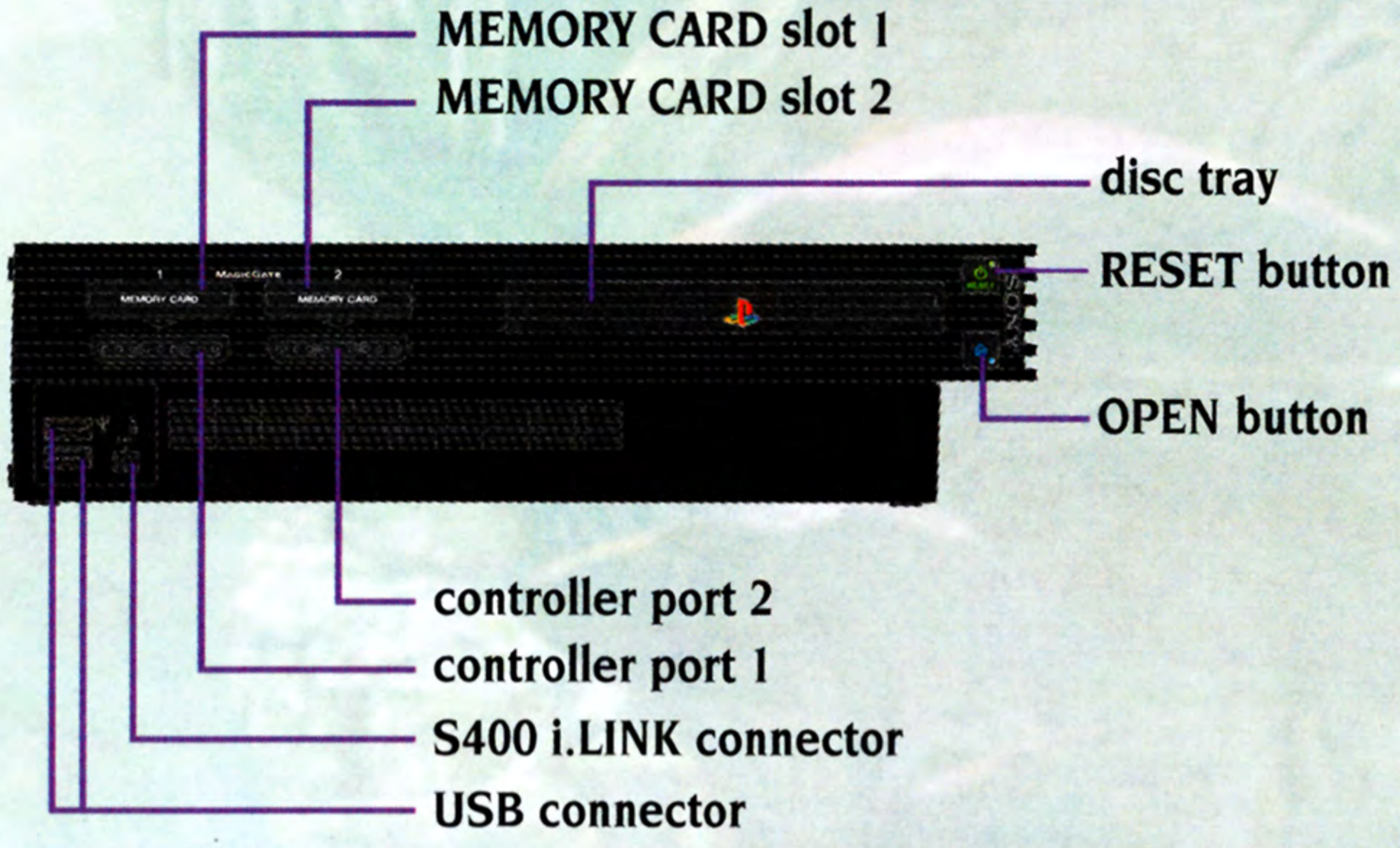
FINAL FANTASY X

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **FINAL FANTASY® X** (hereafter "FFX") disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

START MENU

The Start Menu shown on the right will appear after the opening demo or when the START button is pressed. To play the game from the beginning, select "New Game." To continue a saved game, select "Load."

Save Data
Each save file for FFX uses at least 64KB of space on a Memory Card (8MB) (for PlayStation®2). One memory card can hold up to 99 save files from FFX.

FIELD SCREEN

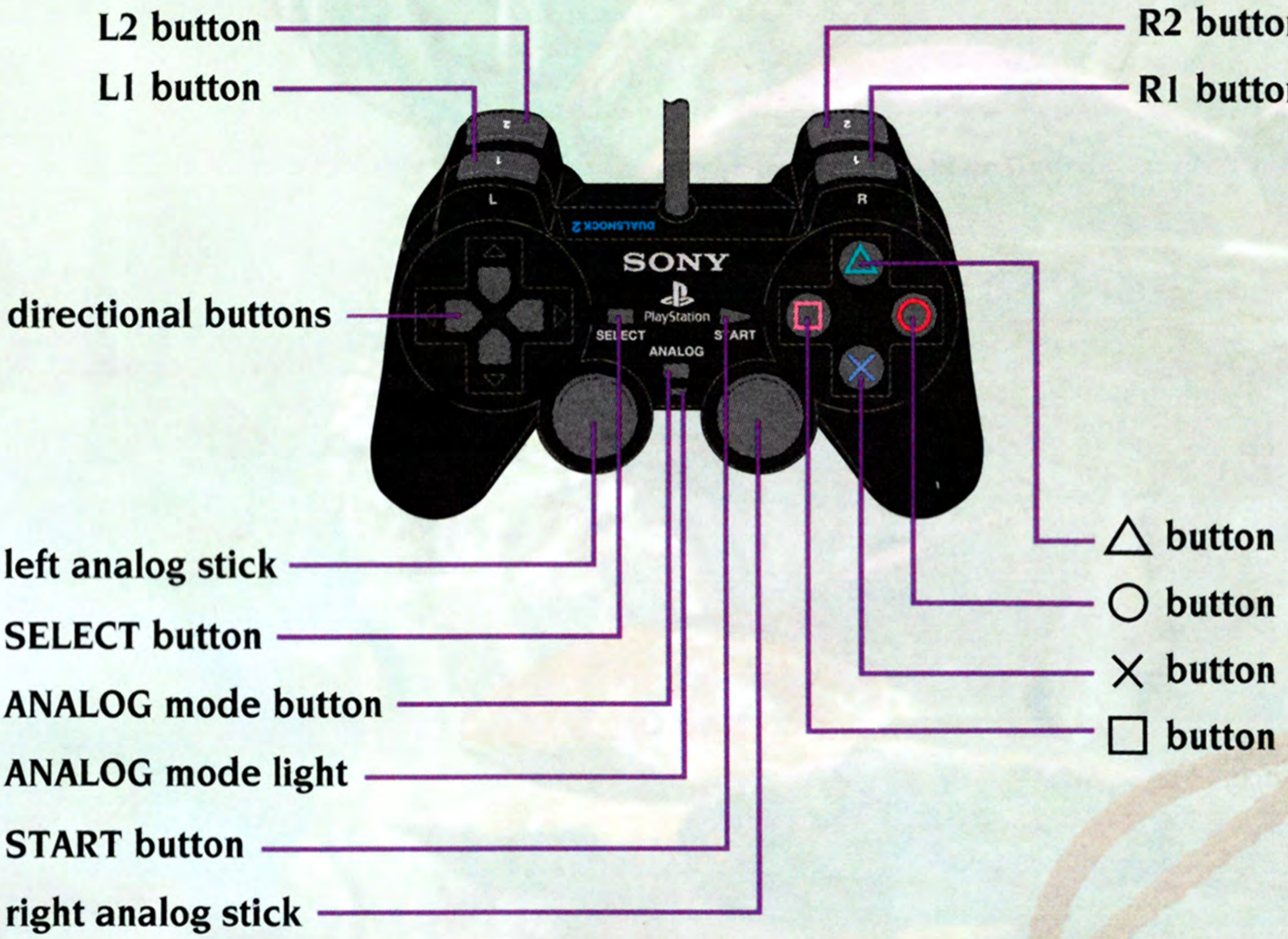
Map
The map gives a bird's-eye view of your character's current location, indicated by a yellow arrow. Your destination is generally marked by a red arrow. The map can be turned on and off in the Config section of the Main Menu.

Player's character

Save Sphere
Use spheres like this one to save your game. They are only found in certain locations, so be sure to save whenever you get the chance.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



There are three control modes in **FINAL FANTASY X**, each of which is listed in the chart on the next page.

The controller in FFX will always be in analog mode, enabling use of the left analog stick. The analog mode button and red LED light are always set to ON. The vibration mode can be turned on and off in the Config section of the Main Menu.

NOTE: *This game may be incompatible with controllers other than the* DUALSHOCK®2 *analog controller.*

BASIC OPERATION

	Field Screen	Menu Screens	Battle Screen
Directional buttons	Move character	Move cursor	Move cursor / Change pages with left and right buttons
Left analog stick	Move character	Move cursor	Move cursor / Change pages with left and right movement
○ button	Cancel / Hold down to walk	Cancel	Cancel
✕ button	Talk / Examine / Confirm	Confirm	Confirm
△ button	Display Menu		Defend (skips turn)
L1 button		Change characters	Display Switch window / Select character
L2 button		Scroll menus back	Scroll Switch window
R1 button		Change characters	Scroll CTB window up
R2 button		Scroll menus forward	Scroll CTB window down
START button	Pause *		
SELECT button			

Press the L1, L2, R1, R2, START, and SELECT buttons together to perform a Soft Reset, returning the game to the Start Menu.*

* Pause and Soft Reset are disabled during certain scenes.

CHARACTERS

FINAL FANTASY X is about a summoner named Yuna and her quest to destroy a mysterious force known as "Sin." You must guide the main character, Tidus, through the many events of the game. Here we introduce the characters that accompany Yuna along her journey. Note that each character has a unique area of expertise, and can equip different weapons and armor. Review their strengths so you can use them to your advantage on the battlefield.

TIDUS

Tidus is a cheerful, rising blitzball star playing for the Zanarkand Abes. He has long hated his father, who was a renowned player himself before his untimely death. Tidus's quick moves allow him to attack even the swiftest foes with ease.

YUNA

Daughter of High Summoner Braska. Honest and determined, Yuna embarks on a pilgrimage to obtain the Final Aeon and defeat Sin. Yuna is learning the mystical art of summoning aeons—powerful spirits of yore.

CHARACTERS

WAKKA

Coach and captain of the local blitzball team, the Besaid Aurochs. Wakka plans to retire from the sport after this year's tournament, so that he can devote himself fully to serving as Yuna's guardian. His deadly blitzball is especially useful for knocking down aerial enemies.

LULU

One of Yuna's guardians. She and Wakka think of Yuna as a younger sister. Lulu's stoic and self-possessed nature makes her seem insensitive at times. She specializes in the art of black magic, using various dolls to help cast powerful spells.

KIMAHRI RONSO

A powerful warrior of the Ronso tribe. Kimahri has watched over Yuna from her youngest days. He speaks little, but is deeply devoted to Yuna and serves her loyally as a guardian. Kimahri can learn enemy skills with his Lancet ability.

AURON

The legendary guardian who, together with High Summoner Braska, defeated Sin ten years ago. A man of few words, he guides Yuna and Tidus on their mission to vanquish Sin once more. He swings his gigantic sword with such power that even the toughest fiends are cut asunder.

RIKKU

A young Al Bhed girl. Her personality is upbeat and positive, and she is not afraid to speak her mind. She works hard to restore her outcast people to their former glory. Rikku handles mechanical enemies with ease, and can steal items from enemies, too.

BATTLE SYSTEM

BATTLE SCREEN

1. Command window.
2. CTB window.
3. Characters' HP and MP.
4. Overdrive gauge.
5. Help text window.

BATTLE ORDER

This installment of FINAL FANTASY features the Conditional Turn-based Battle (hereafter "CTB") system, where time passes only when commands are executed in battle. The turn order of both allies and enemies is displayed in the CTB window in the upper right-hand side of the screen.

The turn order may change depending on what each character and each enemy does. For example, after performing a powerful special technique, a character may require extra recovery time before he's ready to execute his next action. However, you can counterbalance this by casting a speed-enhancing spell such as Haste on that character, thereby increasing the total number of turns he may take. There are many other factors that affect the order of battle, so experiment with different actions and learn how to use this new system to its fullest.

Switching Characters

During any of your characters' turns, press the L1 button to bring up the Switch window. Here you can switch party members in and out of battle at will. When a character is switched in, he or she can act immediately.

Trigger Commands

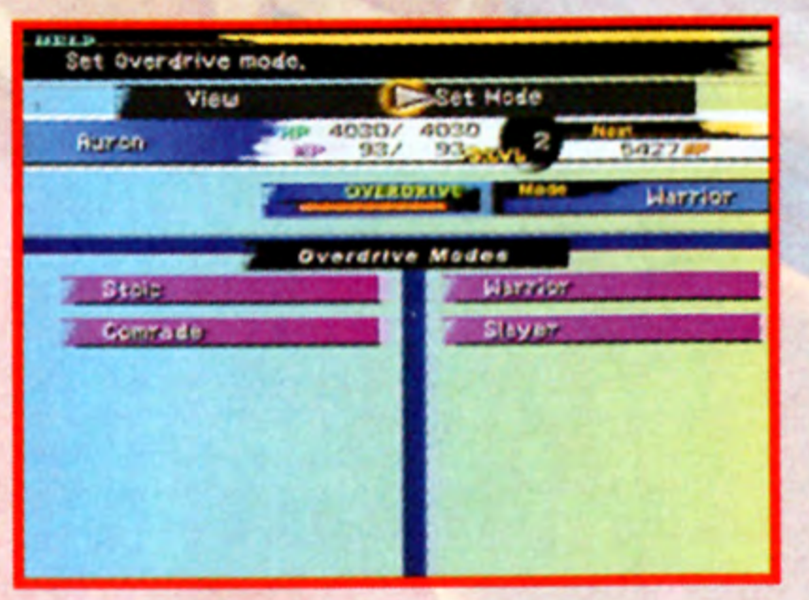
At certain points in the game, special commands called Trigger Commands become available. To use them, press the left directional button to access the Trigger Commands window, then select the desired command.

Overdrive

Each character's Overdrive gauge charges up whenever the proper conditions are met. Overdrive modes (see below) determine what these conditions are. Once a character's gauge is full, the word "Overdrive" pops up as shown here, and he or she can unleash a special attack. Press the left directional button to access the Overdrive window, then select the Overdrive you wish to execute.

Overdrive Modes

Overdrive modes determine the conditions that must be met in order to charge up the Overdrive gauge. Select an Overdrive mode for each character in the Overdrive section of the Main Menu. At the beginning of the game, only a single Overdrive mode may be available. All characters can learn new Overdrive modes by fulfilling the required conditions for those modes a certain number of times.



Mode Name	Conditions
Stoic	Gauge charges when character takes damage.
Warrior	Gauge charges when character damages an enemy.
Healer	Gauge charges when character restores allies' HP.
Dancer	Gauge charges when character evades an attack.

Many other Overdrive modes exist, so experiment with different courses of action in battle to learn them.

BATTLE SYSTEM

STATUS AILMENTS AND HOW TO RECOVER

During battle, characters are sometimes inflicted with nasty status ailments. Refer to the chart below to find effective ways to recover from them.

STATUS EFFECTS

Ailment	Symptoms	Recommended Treatment
Berserk	Increased Strength, but attacks enemies impulsively and uncontrollably	Esuna, Remedy
Confusion	Attacks allies indiscriminately	Esuna, Remedy, being physically struck
Curse	Cannot use Overdrives, gauge freezes	Dispel, Holy Water
Darkness	Lowered accuracy for physical attacks	Esuna, Eye Drops, Remedy
Doom	Falls unconscious when countdown reaches zero	None
KO	Cannot participate in battle	Life, Full-Life, Phoenix Down
Petrification	Cannot participate in battle	Esuna, Soft, Remedy
Poison	Suffers damage after taking turn	Esuna, Antidote, Remedy
Silence	Cannot cast spells	Esuna, Echo Screen, Remedy
Sleep	Cannot participate in battle	Esuna, Remedy, being physically struck
Slow	Lowered Agility, turns come slowly	Esuna, Remedy
Zombie	Takes damage from restorative magic	Holy Water, Remedy

GAME OVER

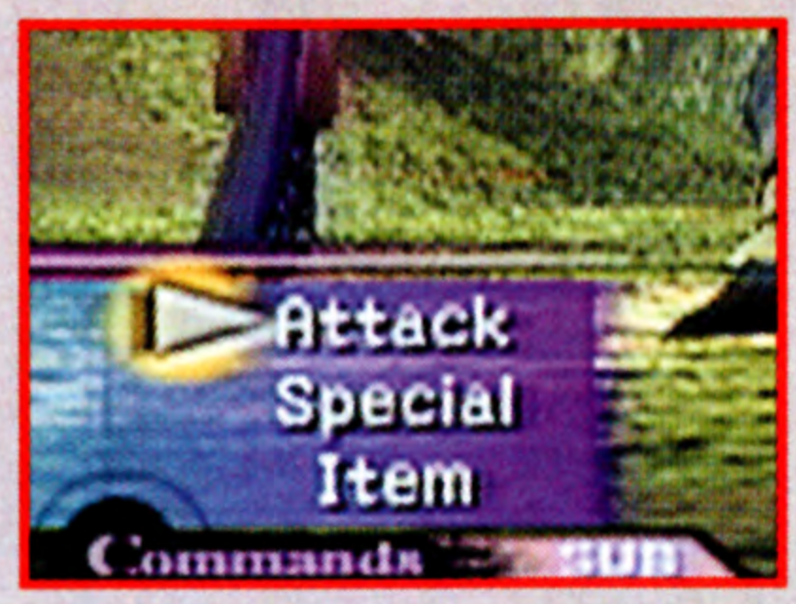
The game will end if all active party members are KO'd (HP is reduced to 0) or petrified—even if inactive members are still able to fight. The game will continue, however, as long as at least one party member manages to flee from battle using the Escape command.

ABILITIES

There are two types of abilities: Command Abilities and Auto-Abilities. Command Abilities are actions that must be selected in battle, while Auto-Abilities are automatically enabled through your characters' current weapons and armor. Characters acquire new Command Abilities by activating ability nodes on the Sphere Grid (see page 14).

Default Command Abilities

Attack	Strike an enemy.
Item	Use an item.
Escape	Run away from battle.
Weapon	Change equipped weapon.
Armor	Change equipped armor.

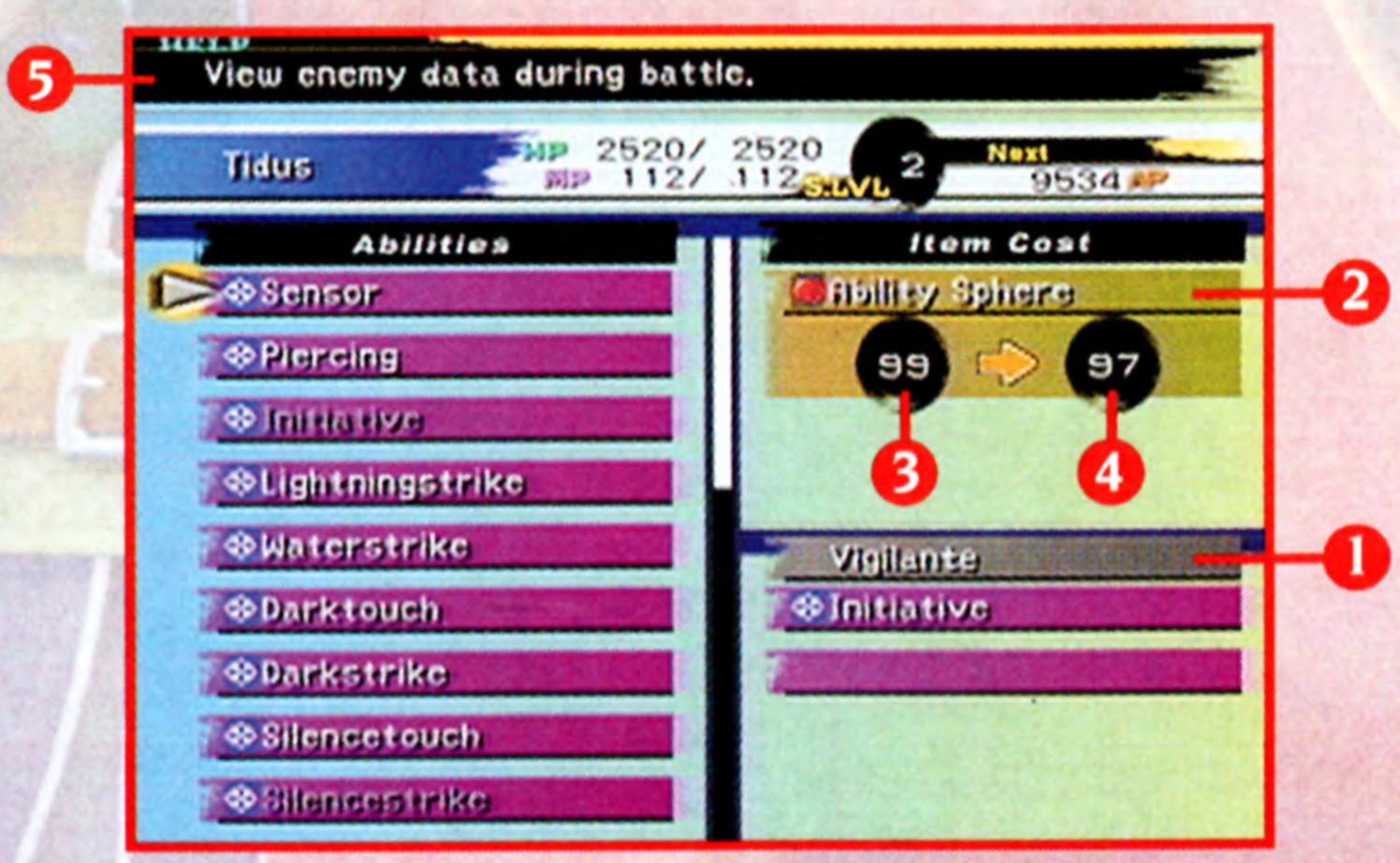


Auto-Abilities are present in certain weapons and armor, and are always active during battle as long as that item is equipped. See the next section for details.

CUSTOMIZING WEAPONS AND ARMOR

At a certain point in the game, the Customize section will appear in the Main Menu. Here, you can upgrade your weapons and armor to your liking. Effects you add here become Auto-Abilities, and they remain active as long as that weapon or armor is equipped. More Auto-Abilities become available as you acquire new kinds of items.

1. Weapon/armor to be customized.
2. Name of required item.
3. Number of that item currently in possession.
4. Quantity remaining after customization.
5. Help window: Description of selected ability.



AEONS

Aeons are divine creatures that only answer the call of a true summoner. Each aeon protects its master with unique powers and characteristics. Aeons grow stronger as their summoners do.

When Yuna summons an aeon, the other party members must withdraw to a safe distance. Only then can Yuna direct the aeon's actions. Like your regular party members, aeons have an Overdrive gauge, and when it charges up they can unleash an awe-inspiring Overdrive technique. If an aeon's HP reaches zero, it will vanish and the other characters will return to continue the fight.

AEONS

Valefor A swift, flying aeon.
Ifrit An aeon engulfed in eternal flame.
Shiva An icy aeon in the form of a beautiful woman.
Ixion A unicorn comprised of pure lightning.

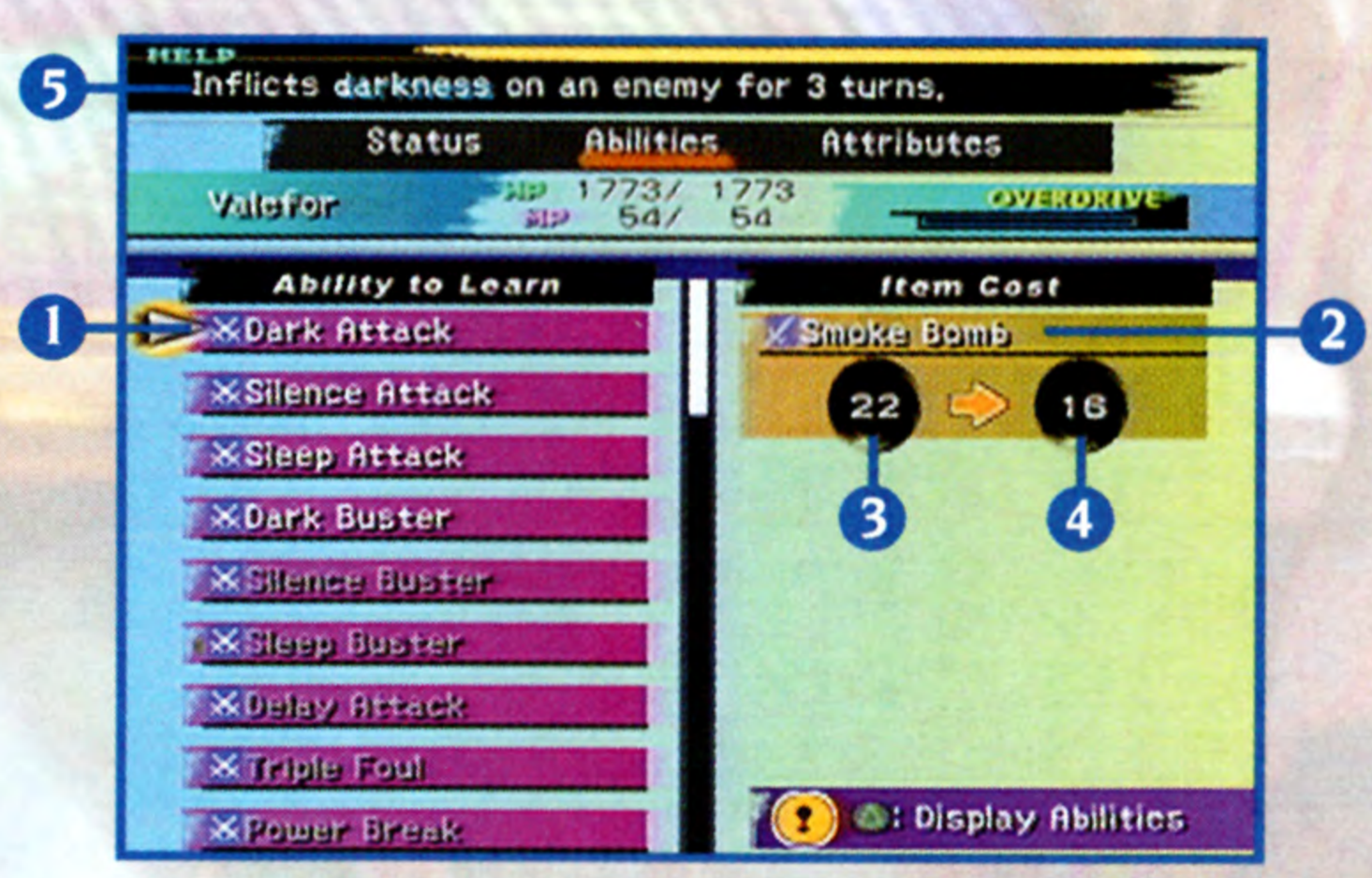
You will undoubtedly come across other aeons as you progress through the story of FFX. Some say that secret aeons may reveal themselves to those who complete extraordinary tasks.

DEVELOPMENT OF AEONS

Under the Aeons section of the Main Menu, you can view various statistics of your aeons. Each aeon's growth is metaphysically bound to Yuna's, but if you prevail against certain opponents, Abilities and Attributes sections will become available. These will let you teach aeons new abilities and raise their attributes.

Abilities

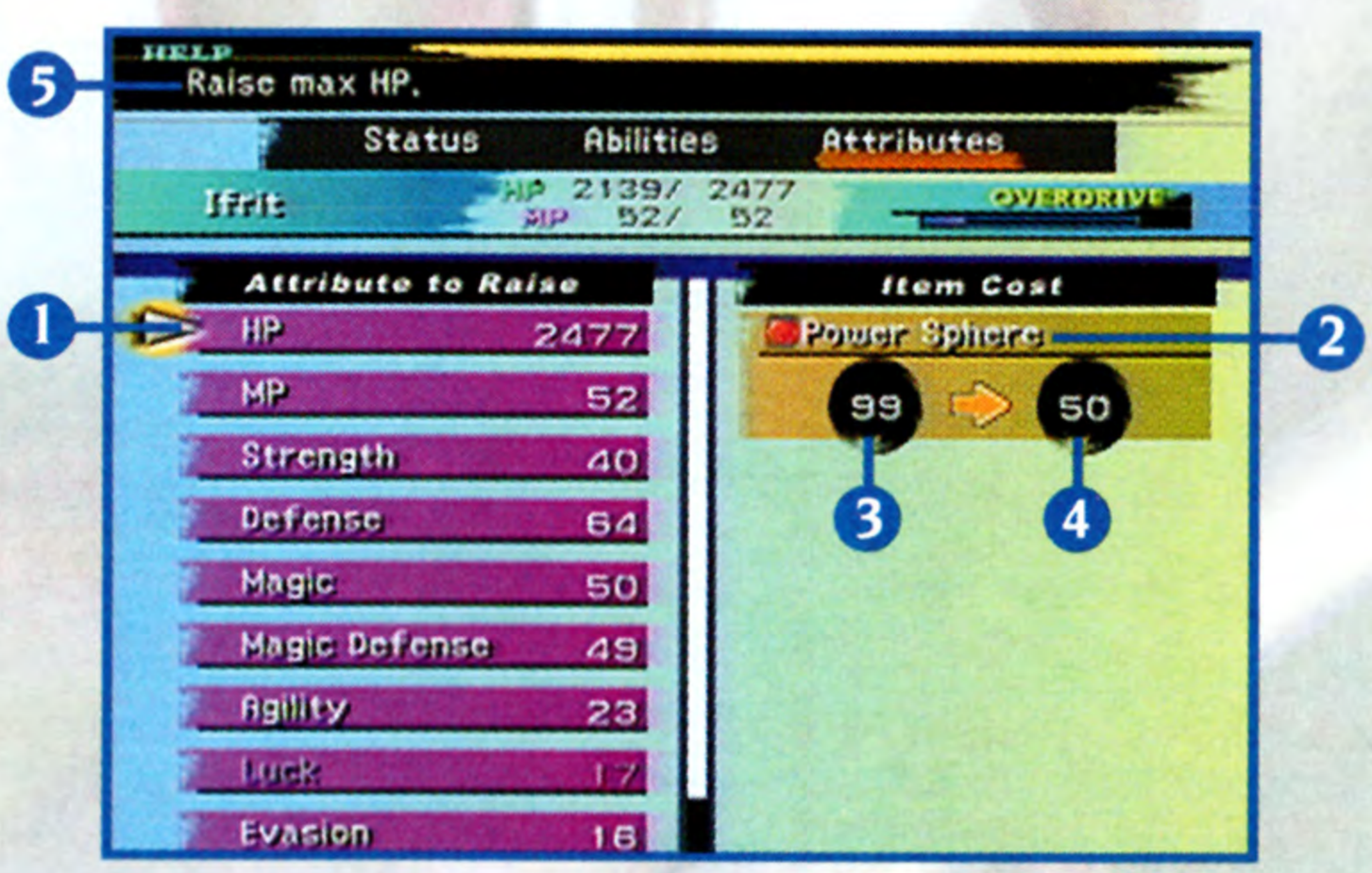
Select Abilities to teach the aeons various Command Abilities. When you select an aeon, the image shown on the right will appear on the screen. Spend items to teach aeons new Command Abilities.



1. Ability the aeon is to learn.
2. Name of required item.
3. Number of that item currently in possession.
4. Quantity remaining after use.
5. Help window: Information about the selected ability.

Attributes

Select the Attributes section to increase your aeons' powers. The menu shown on the right will appear once you select the aeon whose attributes you wish to increase. Use spheres to raise your aeons' attributes.



1. Attribute to be developed.
2. Sphere required for development.
3. Number of that sphere currently in possession.
4. Quantity remaining after use.
5. Help window: Displays information regarding development.

THE SPHERE GRID

UNDERSTANDING THE SPHERE GRID

Character skill and attribute development in FFX is conducted exclusively on the Sphere Grid. Characters will not grow in power simply by defeating enemies as in previous FINAL FANTASY installments, so you must grasp the basics of the Sphere Grid in order to strengthen your characters.

CHARACTER DEVELOPMENT FLOWCHART

Characters earn Ability Points (AP) after defeating an enemy in battle. Certain enemies also surrender spheres, which are used to strengthen your characters.

When a character's AP reaches a certain limit, his or her sphere level (S. Lvl) will increase.

The character can then move a certain number of spaces on the Sphere Grid equal to his or her current sphere level.

Activate nodes on the Grid using their corresponding spheres in order to raise attributes and teach new abilities.

THE SPHERE GRID

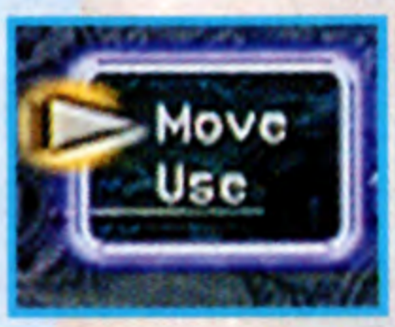
Selecting **Sphere Grid** from the Main Menu will bring up the screen shown on the right.

Selected character

Sphere Level (S. Lvl)

Cursor

Character's current position



Press the ⊗ button to display the command window.

Choose **Move** if you wish to move that character around the Grid. When you select Move, the illuminated circles indicate how far you can move based on your current sphere level. Choose **Use** if you wish to use a sphere to activate a node.

THE SPHERE GRID

Selecting **Use** will open a window showing all the spheres currently in your possession. You can only use spheres that correspond to a nearby node, highlighted in white. Place a sphere into its corresponding node to learn the ability available there. In addition to the node at the character's current position, you can activate any adjacent nodes without moving to them.

COLORS

Each character leaves a different color when he or she activates a node, as illustrated in the diagram on the right. Multiple characters can activate the same node, so use the color scheme to figure out which character has activated which node.

As an example, let's have Tidus learn **Flee**.

First, move to a node adjacent to Flee.

Select an Ability Sphere. The cursor will automatically move to Flee, located at the adjacent node.

Press the ⊗ button to confirm your selection. Tidus has now learned Flee. Since Flee is a Command Ability, Tidus can perform it in any subsequent battles.

Remember! Spheres can be obtained from treasure chests as well as from enemies defeated in battle. Any party member can use any sphere in your inventory. Some spheres alter the Grid's structure, while others allow movement across the entire Grid. You have complete control over your characters' development, so keep in mind that poor choices early on can hinder the party at later stages.

SPHERE GRID CONTROLS

SELECT button	Zoom in and out.
L2, R2 buttons	Tilt the Sphere Grid and return to normal viewing angle.
△ button	View the selected character's status.

BLITZBALL

Blitzball is an underwater sport popular among all peoples of Spira. Teams from every corner of Spira gather at the stadium in Luca for the annual blitzball tournament. The people of Spira love blitzball because it lets them forget about Sin, if only for a moment.

In FFX you can control a team in blitzball. The more matches you play, the more experience points you gain, which can be used to increase your players' abilities. Review the in-game blitzball tutorial for instructions and official game rules.

CHOCOBOS

Many wild chocobos roam certain areas of Spira. Wild chocobos are very difficult to train. By guiding your chocobo through a series of training courses, you too can become an expert chocobo rider.

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Lulu	Paula Tiso
Kimahri	John DiMaggio
Auron	Matt McKenzie
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Seymour	Alex Fernandez
Jecht	Gregg Berger
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